IN THE SPECIFICATION

Please amend the specification as follows:

Page 98, lines 2-24. Delete the original abstract, all of lines 2-14 and replace with the following:

A gaming system simulates events in a casino table card wagering game where there has traditionally been a dealer, whether or not the dealer is an active player in the game. Two distinct video areas are preferably provided, one providing video images of a virtual dealer, and the second video display providing a simulation of a table top for player cards, and optionally also dealer cards. The players have individual play areas with player input, and these play areas have individual processing intelligence that communicates directly with at least one processor. Delivery order of cards is determined by actual shuffling or randomization of a physical deck of cards, reading the cards, then creating an electronic file of the order of the shuffled or randomized cards, then using an order of cards contained in the electronic file to deliver virtual cards to players, dealer and flop as needed.

Page 32, lines 8-26:

Figure 1 shows a fully automated gaming table **1** of the prior art, as disclosed in US Patent Application 2003/0199316. The system **1** comprises a vertical upright display cabinet **2** and a player bank or station cluster arrangement **3**. The vertical display cabinet **2** has a viewing screen **7** with a top section **4** on which images of the virtual dealer are displayed. The top **8** of the player bank arrangement **3** has individual monitor screens **10** for each player position, as well and tabletop inserted coin acceptors **11**, and player controls **12** and **13**. The motherboard **6** is shown underneath the top **8** of the player bank arrangement **3**. There is a separate and larger dealer's hand screen **9** on which dealer cards are displayed in a format large enough for all players to view. Speakers **16a** and **16b** are provided for sound transmission and decorative lights **14** are provided. Figure 2 shows an overhead view of the same prior art automated gaming system **1** with the viewing screen **7** shown more clearly as a CRT monitor. It can also be seen that each player position has to form an arc cut into the semicircular player seating area

18. Figure 3 shows a side view of the same prior art automated gaming system of Figures 1 and 2 where the orientation of the three different types of CRT monitors **7**, **9** and **10** are shown. The housing **5** and motherboard **6** in the Prior Art (US Publication 20030199316) are shown.

Figure 4 shows the schematic circuitry of a prior art automated system as disclosed in 2003/0199316. Figure 4 is a block diagram of processing circuitry in the game device of Figure 1. The game device housing comprises a CPU block **20** for controlling the whole device, a [[~~picture~~]] video block **21** for controlling the game screen display, a sound block **22** for producing effect sounds and the like, and a subsystem **21A** for reading out CD-ROM.

Page 33, lines 3-6:

The RAM **202** is used as the work area for the main CPU **201**. The RAM **203** stores the initialization program used for the initialization process. The SCU **200** controls the busses **205**, **206** and **207** so that data can be exchanged smoothly among the VDPs [[~~VEPs~~]] **220** and **230**, the DSP **241**, and other components.

Page 34, line 27 – page 35, line 20:

The sound block **22** comprises a DSP **240** for performing sound synthesis using PCM format or FM format, and a CPU **241** for controlling the DSP **240**. Sound data generated by the DSP **240** is converted into 2-channel sound signals by a D/A converter **270** and is then presented to audio output terminals Ao via interface **271**. These audio output terminals Ao are connected to the input terminals of an audio amplification circuit. Thus, the sound signals presented to the audio output terminals Ao are input to the audio amplification circuit (not shown). Sound signals amplified by the audio amplification circuit drive the speakers **16a** and **16b**. The subsystem **23** comprises a CD-ROM drive **19b**, a [[~~CD-I/F~~]] CD-I/O (CD input/output) **280**, and CPU **281**, an MPEG-AUDIO section **282**, and an MPEG-PICTURE section **283**. The subsystem **23** has the function of reading application software provided in the form of a CD-ROM and reproducing the animation. The CD-ROM drive **19b** reads out data from CD-ROM. The CPU **281** controls the CD-ROM drive **19b** and performs error correction on the data read out by it. Data read from the CD-ROM is sent via the CD-I/F **280**, bus **206**, and SCU **200** to the main CPU **201** that uses it as the application software. The MPEG-AUDIO

section **282** and the MPEG-PICTURE section **283** are used to expand data that has been compressed in MPEG (Motion Picture Expert Group) format. By using the MPEG-AUDIO section **282** and the MPEG-PICTURE section **283** to expand data that has been compressed in MPEG format, it is possible to reproduce motion picture. It should be noted herein that there are distinct processor for the CPU block, video block, sound block, CD-ROM drive and Memory with their independent PCU's. This requires significant computing power and still has dumb (no intelligence) player input components.

Page 36, lines 1-12:

Figure 6 shows an electronic/processor schematic for a MultiPlayer Platform (MPP) gaming system according to the present invention. The MPP Game engine (dealer) comprises a Heber Pluto 5 casino game board **290** (Motorola 68340 board) operating off the PC Platform Pentium 4 MPP Game Display processor **292** [[~~202~~]]. The game display processor operates on a Windows XP platform. The respective subcomponents on the Pentium 4 processor are labeled to show the apportionment of activity on the motherboard and the component parts added to the board. As is shown, the game engine has an Uninterruptible Power Supply **294** [[~~204~~]]. The game display processor directs activity on the Speakers, directs activities onto the MPP Game Service panel, and the Plasma Monitor Card Table display. It is important to note that all communications are direct from the game display processor, freeing up resources available to the game engine processor.

Page 36, lines 18-26:

Figure 7 shows the electronic/processing schematics of the MPP Player Station **400** Intelligence board (Heber Pluto 5 Casino, Motorola 68340), each of which player stations (one for each player position) are in direct connection to the MPP Game Engine (Dealer), which is in turn directly connected to the PC Platform. (not shown in this Figure). Each Intelligence board **300** receives information for all player input systems specific to that player station, such as the shown Coin Acceptor **310**, Coin Hopper **312**, Bill Validator **314**, Ticket Printer **316**, Touch Screen **317** and/or Display Button Panel **318**, Dual Wire Ticket-in-Ticket-Out Printing and SAS System **320** (SAS is one exemplary standard communications protocol used by a

number of casinos central computer systems.) A significant benefit resides in the use of the independent Intelligence boards **305** at each player position being in direct communication with the MPP Game Engine **300**, as opposed to each individual player position button panel being dead or inactive until authorized by the main game processor, as previous automated gaming systems were constructed.

Page 64, lines 13-29:

Figure 9 shows a partial perspective view of the top surface **4h** of a first shuffling apparatus **2h** according to a practice of the invention. In this example of the invention, the device randomizes one or two decks of cards. The shuffling apparatus has a card accepting/receiving area **6h** that is preferably provided with a stationary lower support surface that slopes downwardly from the nearest outer side **9h** of the shuffling apparatus **2h**. A depression **10h** is provided in that nearest outer side **9h** to facilitate an operator's ability to place or remove cards into the card accepting/receiving area **6h**. The top surface **4h** of the shuffling apparatus **2h** is provided with a visual display **12h** (e.g., LED, liquid crystal, micro monitor, semiconductor display, etc.), and a series of buttons **28h 30h**, touch pads, lights and/or displays **24h** and **26h**. These elements on the top surface **4h** of the shuffling device **2h** may act to indicate power availability (on/off), shuffler state (jam, active shuffling, completed shuffling cycle, insufficient numbers of cards, missing cards, sufficient numbers of cards, complete deck(s), damaged or marked cards, entry functions for the dealer to identify the number of players, the number of cards per hand, access to fixed programming for various games, the number of decks being shuffled, card calibration information and the like), or other information useful to the operator or casino.

Page 68, lines 8-20:

The microprocessor (not shown) controls and directs the operation of the shuffling apparatus **112**. The microprocessor also receives and responds to information provided to it. For example, a set of sensing devices **152** are used to determine the movement point of the elevator that positions the top card in a set of cards (not shown) within the card mixing area **150** at a specific elevation. The sensing devices **152** identify when an uppermost card on the platform **156** or the top of the platform itself is level with the sensors **152**. This information is

provided to the microprocessor. A reading system **170** may also be used to provide information, such as the number of cards that have been fed from the card accepting/receiving area **116** into the card mixing area **150** so that the number of cards shuffled and the number of cards present on the platform **156** [[~~150~~]] at any given time is known. This information, such as the number of cards present within the card mixing area **150**, is used by the microprocessor, as later explained to randomly arrange and thus shuffle cards according to the programming of the system.

Page 72, lines 9-16:

Figure 11 shows a perspective cutaway of the drive rollers or nip rollers **142**, **144** and **146** of a first example of the invention. These are not truly sets of nip rollers, but are off-set rollers, so that rollers **142a** [[~~and (not shown)~~]], **144a** and **144b**, **146a** and **146b** are not precisely linearly oriented. By selecting a nip width that is not so tight as to press a card from both sides of the card at a single position, and by selecting offset rollers rather than aligned nip rollers, fluid movement of the card, reduced damage of the card, and reduced jamming may be provided. This is a particularly desirable aspect of a preferred practice of the present invention, which is shown also in Figure 4.

Page 77, lines 1-16:

Figure 14 shows a vertical perspective view of another apparatus **500** according to the invention. That apparatus **500** is shown with a flip-up cover **502** with sections **504** and **506** that overlay the elevator platform **512** and the card insertion area **510** with an edge **522** to the card insertion area **510**. An extension or tab **507** is provided to nest into open area **508** to assist lifting of the flip-up cover **502** when needed. The open area **508** leaves some additional space for a finger or tool to be inserted against the extension **507** to assist in its lifting. That additional space may be designed to accommodate only a tool so as to reduce any possibility of ready player opening of the shuffling apparatus **500**. In a preferred embodiment of the invention, there is provided an arm extension **514** of the elevator that contacts an internal edge **513** of the flip-up cover **502**, here with a roller **515** shown as the contact element, to lift the cover **502** when the elevator platform **512** rises to a level where cards are to be removed, the

extension **514** forces the cover **502** to lift from the top **517** of the apparatus **500** having a front edge **532**, and back edge **530**. The extension **514** also will buffer playing cards from moving as they are lifted from the elevator platform **512**, although additional elements (not shown) may be used to restrain movement of the cards when elevated to a removal level. In this example of the invention, side panels are not used to stabilize the stack of delivered cards.

Page 80, lines 14-20:

An additional design improvement with respect to the apparatus of Figure **10** [[~~9 and that of Figures 14 and 15~~]] is the elimination of a staging area in the apparatus design of Figure 9. After a card (not shown) in Figure **10** [[~~9~~]] passes from rollers **140** to rollers **144**, but before being passed to rollers **146**, the card would be held or staged by rollers **144**. This can be eliminated by the design of rollers shown in Figures 14 and 15, with the movement of the cards timed to the movement of the elevator platform and the separation of the cards by the pickers.

Page 88, lines 18-26:

Figure 18 shows a vertical cutaway view of the shuffler **900** with card reading camera **916** therein. The various elements are shown in a different view, such as the pick off rollers **904** and **906** within the initial card set receiving area **902** with sensors **940**. Sensor **920** is shown in Figure 9 as a card set sensor **920** that indicates that there are still cards in the initial card set area **902**. Sensor **928** is in a more favorable card sensing position to act as a trigger for the camera **916**. A set of sensors **922** and **926** operate as card position sensors to check for jamming, clearance, alignment, in-feed availability (into the elevator area **930**. The sensors **938** and **926** may also act to assure that a card to be fed into the elevator **930** is properly positioned and available to be inserted by insert rollers **912**.